

**FREE! ETERNAL CHAMPIONS STICKERS!**

**PLUS! 100 SETS AND ALBUMS TO BE WON!**



# Sonic

the comic

starring  
**SONIC**  
THE HEDGEHOG

**HAPPY  
EASTER,  
SPIKEBALL!**



If stickers are missing,  
please see your newsagent



# CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

## Welcome Screen

Hey, Boomers!

Hope you're having an Extremely Excellent Easter! You must be enjoying it more than Sonic is, judging by this issue's cover! Doctor Robotnik just loves this time of year.

On the menu for STC 23 is a free starter set of Panini **Eternal Champions** stickers. Inside is a chance for 100 Boomers to win the complete set of E.C. stickers - plus an album to stick them in. It's an opportunity no Champions fan can resist.

Meet Captain Plunder and his Pirates of the Mystic cave in this issue's **Sonic** story. He's major trouble for Sonic as we unfold one of the most amazing **Sonic** stories yet.

Ever wondered what Sonic's planet, Mobius, is really like? Well, prepare for **Sonic's World**, a mega new series starting in STC 25. Also featured in STC 25 - a hard-hitting new **Streets Of Rage** story. More about this next issue. Meanwhile, sneak a peak at this issue's back cover for a tantalising teaser of the action to come.

Enough, already. You're probably hyper enough on all that Easter Egg chocolate as it is. Cool your jets until the next energised issue of STC.

*Megadroid*



## 50 SONIC BOOKS TO GIVE AWAY - FREE!

Missed any of STC's sensational **Sonic The Hedgehog** stories? Now's your chance to catch up with the Spiked Wonder in two new **Sonic** books from Ravelle Books. Each book contains four classic **Sonic** stories from past issues of STC, printed on high quality paper and with glossy card covers.

### BOOK 1 - BEATS THE BADNIKS

Contains: 'Enter: Sonic' (STC 1), 'Robofox' (STC 2), 'Mayhem In The Marble Zone' (STC 3), and 'Day Of The Badniks' (STC 4).

### BOOK 2 - SPIN ATTACK

Contains: 'Attack On The Death Egg' (STC 6), 'The Origin Of Sonic' (STC 8), 'Back To Reality' (STC 9), and 'Megatox' (STC 10).

Ravelle Books have offered STC, 25 copies of each book to give away FREE to the first 50 Boomers who write in. Simply write your name and address clearly on a postcard or sealed down empty envelope and post it to:

**CATCH UP WITH SONIC, Sonic The Comic, 25-31 Tavistock Place, London WC1H 9SU.**

All entries must arrive by 30th April 1994 (the correct closing date!). The first 50 pulled out of Robotnik's old Death Egg will each receive one of the Sonic books (sorry, no choices). For those who can't wait that long, **Sonic The Hedgehog Books 1 and 2** are now on sale at all good bookshops, price £2.99 each.

Coming soon from Ravelle Books: **Streets Of Rage** and **Shinobi**. STC will be giving away free copies in the next issue!

To all those Boomers who were hoping to see the new STC Back Issues Service this issue - hold on! Last minute fine tuning of the service means we have postponed its appearance until next issue. Count the days till STC 24!

## The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up down non mover  
RE NEW  
re-entry new entry



### MEGA DRIVE

- 1 FIFA INTERNATIONAL SOCCER
- 2 WINTER OLYMPICS
- 3 ALADDIN
- 4 SENSIBLE SOCCER
- 5 SONIC SPINBALL
- 6 MORTAL KOMBAT
- 7 ETERNAL CHAMPIONS
- 8 MICRO MACHINES
- 9 TOE JAM & EARL 2
- 10 STREETFIGHTER 2 CHAMP ED.

### MEGA CD

- 1 GROUND ZERO TEXAS
- 2 LETHAL ENFORCERS
- 3 NIGHT TRAP
- 4 THUNDERHAWK
- 5 SONIC CD
- 6 MICRODOSH
- 7 SILPHEED
- 8 ECCO THE DOLPHIN
- 9 SEWER SHARK
- 10 SHERLOCK HOLMES

### MASTER SYSTEM

- 1 SONIC CHAOS
- 2 WINTER OLYMPICS
- 3 JUNGLE BOOK
- 4 SENSIBLE SOCCER
- 5 MORTAL KOMBAT
- 6 TERMINATOR
- 7 DESERT STRIKE
- 8 SONIC THE HEDGEHOG 2
- 9 OLYMPIC GOLD
- 10 NINJA GAIDEN

### GAME GEAR

- 1 OLYMPIC GOLD
- 2 WINTER OLYMPICS
- 3 SONIC CHAOS
- 4 DESERT STRIKE
- 5 SENSIBLE SOCCER
- 6 MORTAL KOMBAT
- 7 SONIC THE HEDGEHOG 2
- 8 JUNGLE BOOK
- 9 SHINOBI 2
- 10 BATMAN RETURNS

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# SONIC

THE HEDGEHOG

## Pirates of the Mystic Cave

Script: Nigel Kitching

Art: Richard Elson

Lettering: Ellie de'Ville

MYSTIC CAVE ZONE. SONIC AND HIS FREEDOM FIGHTERS ARE ON THE TRAIL OF A MISSING AMY.

SONIC? I'M PICKING UP SOME PRETTY STRANGE READINGS HERE...

COOL IT, LEWIS. NOTHING'S GOING TO HAPPEN WITH ME AROUND!

LOOK OUT! CRAWLTONS!

RATS! I HATE IT WHEN I'M WRONG!

THIS BADNIK IS EMPTY, ANY OF YOURS GOT A PRISONER, SONIC?

KRAOW!

NOT A ONE, DUDE!

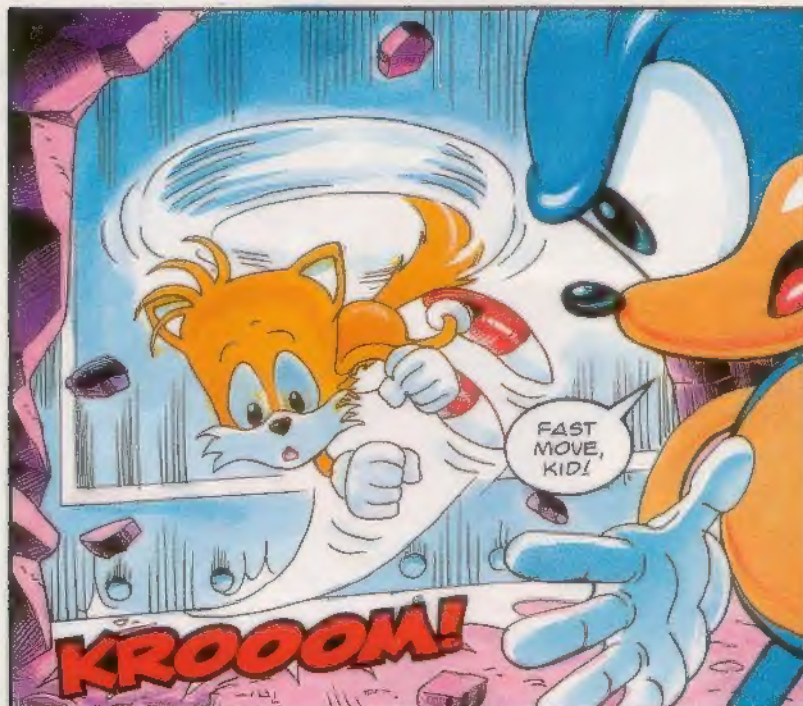
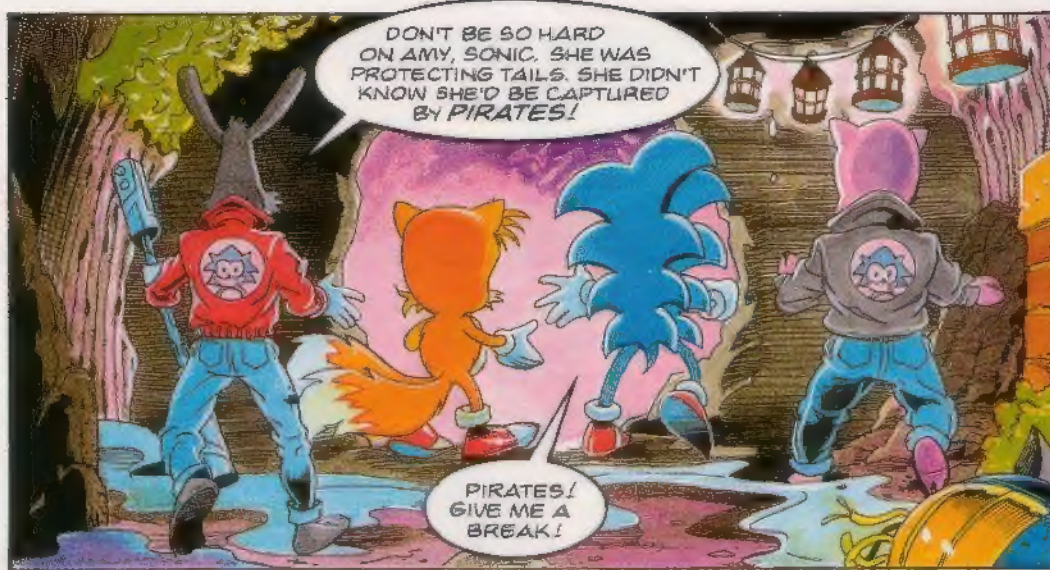
YOU OKAY, PORKER?

ACCORDING TO THESE READINGS WE'VE ALMOST FOUND AMY. WE'VE GOT TO RESCUE HER!

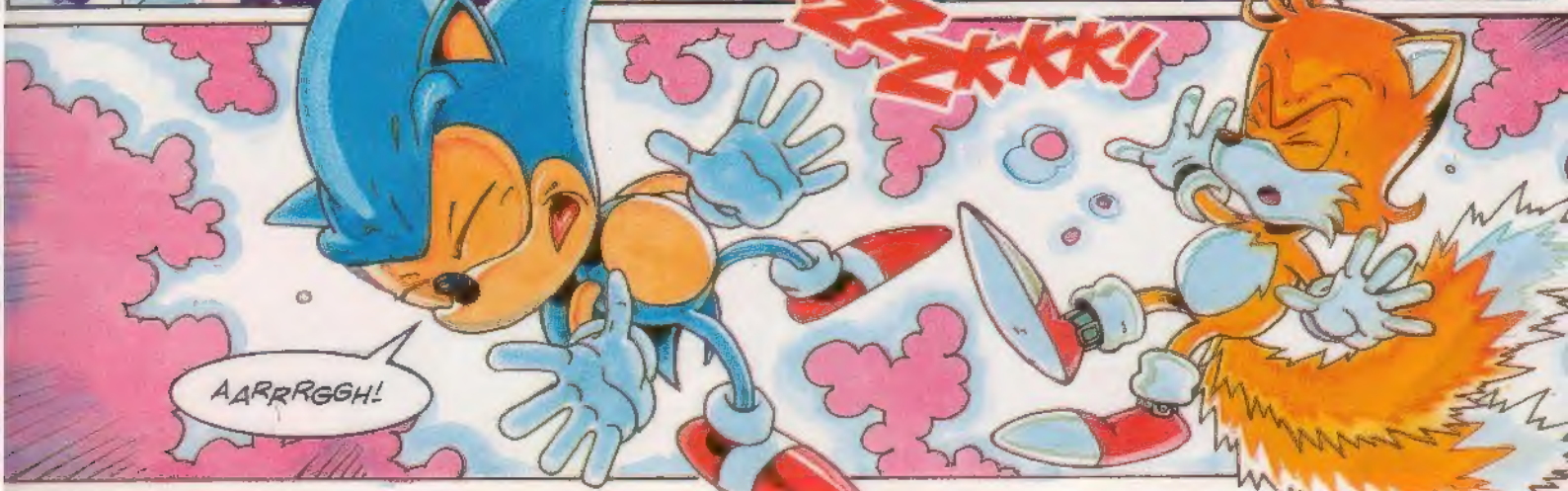
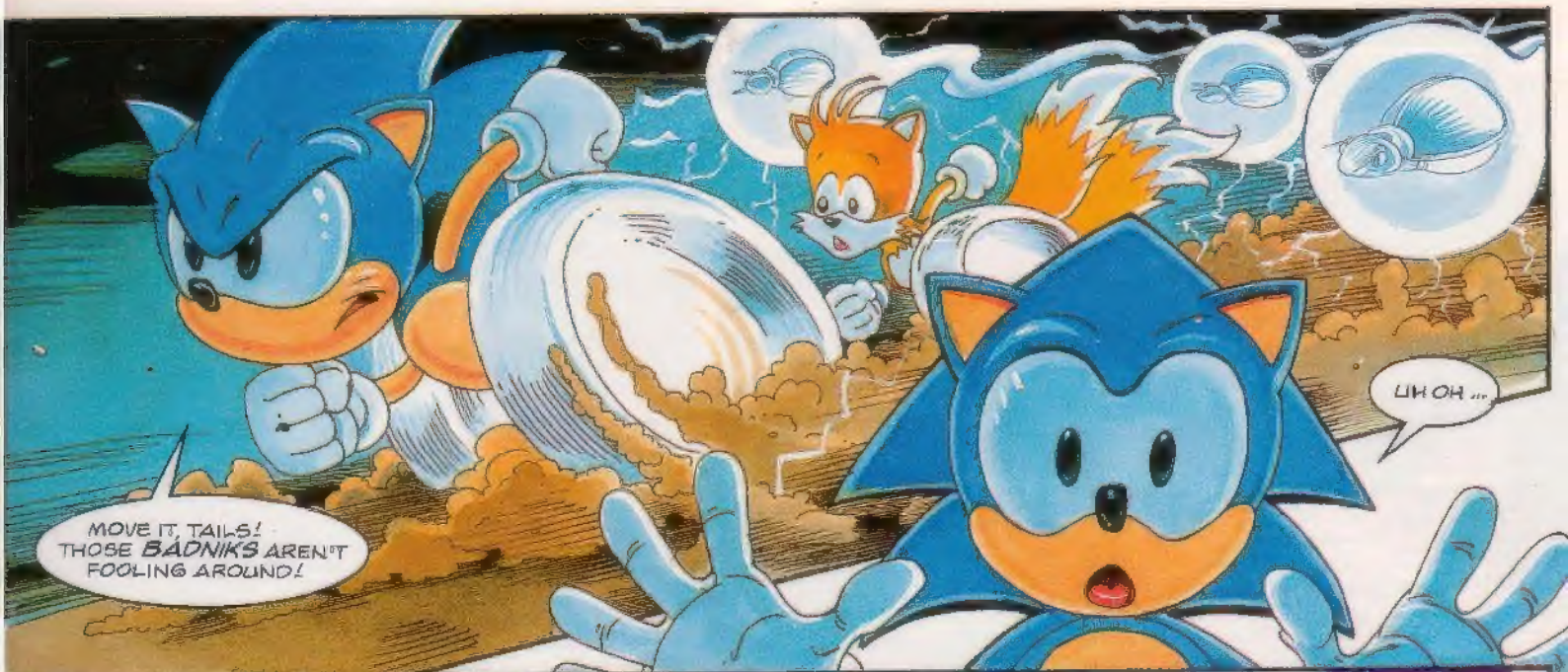
RESCUE HER AGAIN, YOU MEAN? I TOLD YOU SHE'D BE TROUBLE!

KK-RANG!

















I'LL GIVE YOU ONE CHANCE MATEY, OR YOUR LITTLE FRIEND TAKES THE LONG FALL!

SONIC?

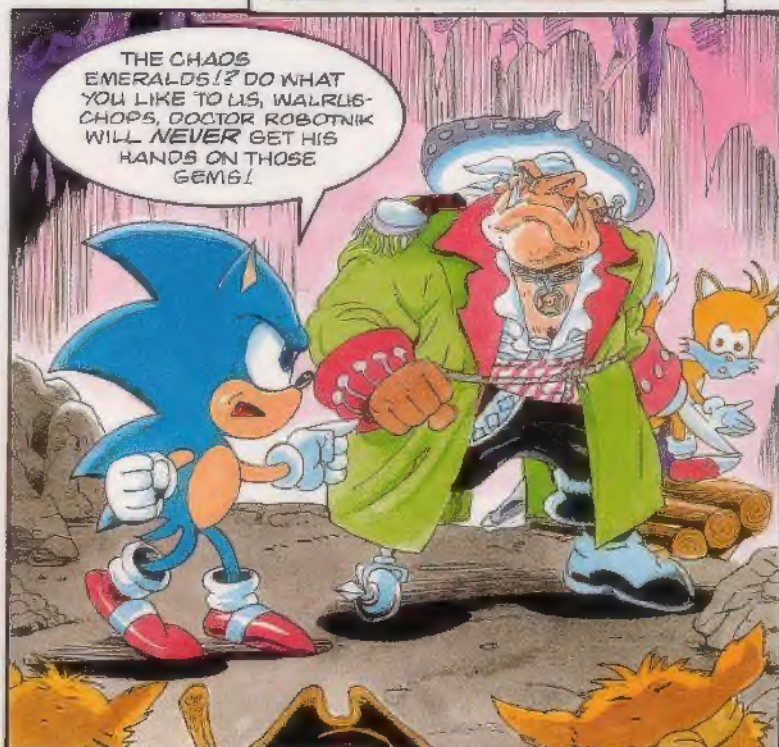


ALL RIGHT. YOU'VE MADE YOUR POINT. NOW WHAT DO YOU WANT?



WHY, THE CHAOS EMERALDS OF COURSE!

THE MOST PRECIOUS GEMS ON MOBIUS AND YOU HAVE THEM!



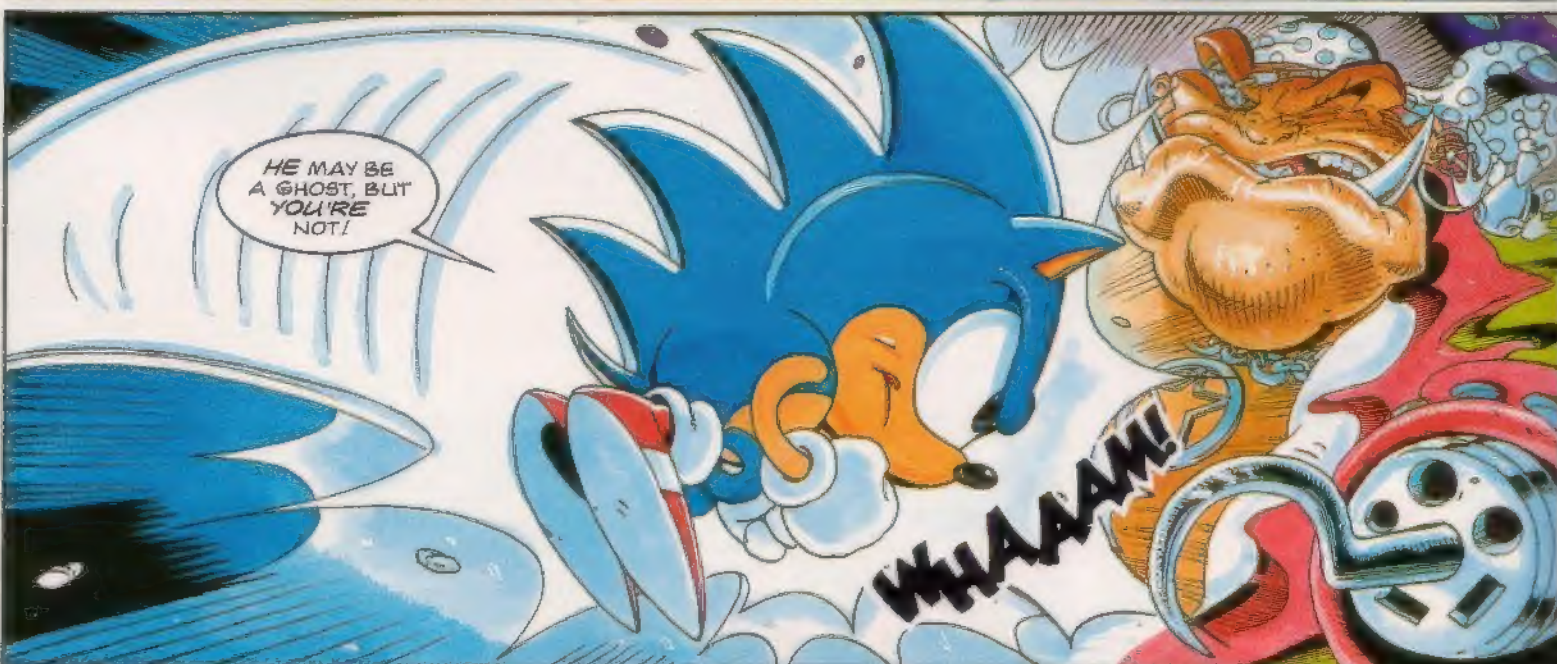
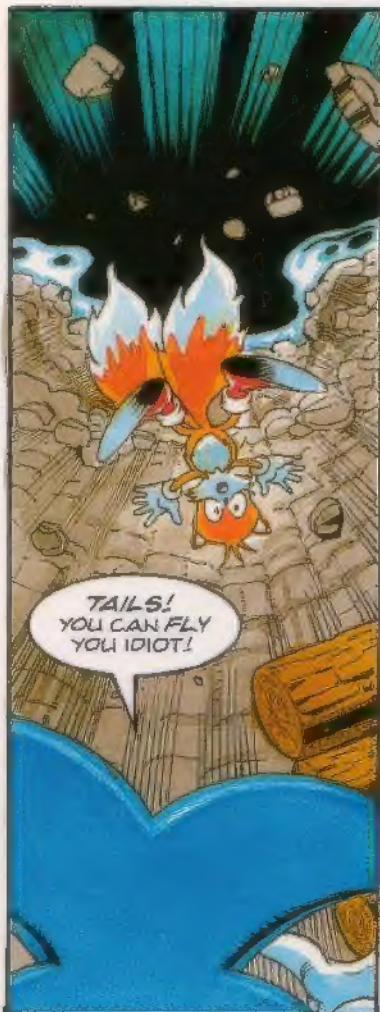
THE CHAOS EMERALDS!? DO WHAT YOU LIKE TO US, WALRUS-CHOPS, DOCTOR ROBOTNIK WILL NEVER GET HIS HANDS ON THOSE GEMS!



I'M NOT WORKING FOR ROBOTNIK, YOU POLTROON! I STOLE THOSE BADNIKS THAT'S WHAT PIRATES DO! I WANT THOSE EMERALDS, MAYBE THIS WILL CHANGE YOUR MIND!

HEEELP!









STOP IT,  
BOTH OF YOU! THIS  
IS POINTLESS!  
SONIC IS NEVER  
GOING TO GIVE UP THE  
CHAOS EMERALDS!

WHY DON'T WE  
JOIN FORCES AGAINST  
DOCTOR ROBOTNIK?

WE HAVE WAYS  
OF FINDING OUT ABOUT  
ROBOTNIK'S OPERATIONS\*.  
WE CAN TELL YOU WHICH AIR  
FREIGHTERS ARE WORTH  
ROBBING.

\* SONIC'S KINTOBAR COMPUTER  
CONSTANTLY MONITORS ROBOTNIK'S  
TRANSMISSIONS - MEGADROID.



AND, IN  
TURN, YOU MIGHT  
BE ABLE TO HELP US  
SOMETIME.

THAT BE  
A SMART GIRL  
YOU'VE GOT THERE,  
POLTROON!

SHE'S NOT  
MY GIRL!

SOMETIME LATER, AFTER  
A DEAL HAS BEEN MADE.

PRETTY CLEVER  
OF AMY, DON'T YOU THINK,  
SONIC?

HUH, I  
WAS JUST ABOUT  
TO SUGGEST IT  
MYSELF!

THIS DEAL  
IS GOING TO MAKE  
YOU A FORTUNE,  
CAPIN!

I ALREADY  
HAVE A FORTUNE,  
FILCH! I ALSO HAVE  
A PLAN - ONE THAT  
WILL STILL GET  
ME THE CHAOS  
EMERALDS!

THOSE  
POLTROONS  
HAVEN'T SEEN THE  
LAST OF CAPTAIN  
PLUNDER!

NEXT ISSUE: SLAVE SHIP!



# REVIEW

## Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems.  
STC Reviewers this issue:  
David Gibbon & Vincent Lowe.

### C.J. ELEPHANT FUGITIVE!

game type: PLATFORM  
1 PLAYER



Enter into a world of pachyderms and platforms from Europe to Africa with Columbus Jumbo (so called due to the explorer Christopher Columbus).

**C.J. Elephant Fugitive!** is your basic platform game where the objective is to return C.J. to his herd in Africa. As C.J. was elephant-napped from his family and placed in an English zoo, your mission is to guide him from London, around Europe and eventually return him to Africa.

The game comprises of six worlds, each consisting of three levels and an end of level boss. When in London you find yourself having to contend with stodgy businessmen and overhead attacks from pigeons with the usual digestion problems. C.J. starts off with three hearts, which diminish each time you get hit. However, further hearts do appear at random to increase your energy levels. There is an unlimited supply of peanuts to shoot the baddies with, plus a small amount of elephant head bombs. C.J. is also armed with a macho-style umbrella which helps to cushion any long falls!

The enemies and scenery which feature are relevant to the specific countries; you see the Eiffel Tower in Paris and get to fight off snails and hopping frogs, while in Cairo there are the ancient pyramids and nasty mummies.

**C.J. Elephant Fugitive!** is a fun platformer and should improve your geography. However, although it's ideal if you're a platform game addict, don't expect anything original as it's all been done before. - DG



Mega Drive



Master System



Mega CD



Game Gear

### STC Rating System

under 40% - Yawnsville  
40 - 70% - Normalsville  
70 - 80% - Fun City  
80 - 90% - Big Time City  
over 90% - Mega City!

### FAST FAX

PUBLISHER CODEMASTERS PRICE £21.99

#### GRAPHICS

..... 81

#### SOUND

..... 78

#### PLAYABILITY

..... 76

#### RAVES : GRAVES

The cheapest Game Gear release ever! : Yet another bog-standard platformer.

#### OVERALL

79%

### ALADDIN



game type: ACTION  
1 PLAYER

If you enjoyed Disney's film *Aladdin* you'll be thrilled with the game on the 8-bit Master System, as it closely follows the movie plot. *Aladdin* features you in the lead role and Princess Jasmine reliving the same scenes but with special interludes that are directly from the film with the same text!

The first stage of *Aladdin* features you being chased by a guard for stealing bread from a stall. You have to dodge the dreaded clutches of the guard as you leap over barrels and holes and avoid high and low flying snakes.

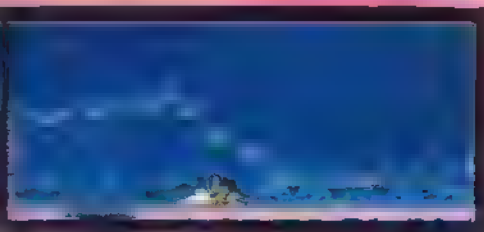
The other stages have you leaping across rooftops, flying on a magic carpet, travelling in underground passages and the palace itself.

The graphics are superb with wonderful detail and colour and are Disney-like in quality (as are the interlude animation scenes). The tunes will have you tapping your foot to the action and the music is also from the film.

Overall, *Aladdin* is a fun and playable game and the only real downer is the difficulty level, which perhaps the more experienced players may find too easy. - VL







# FAST FAX

PUBLISHER: SEGA PRICE: £29.99

GRAPHICS:

SOUND:

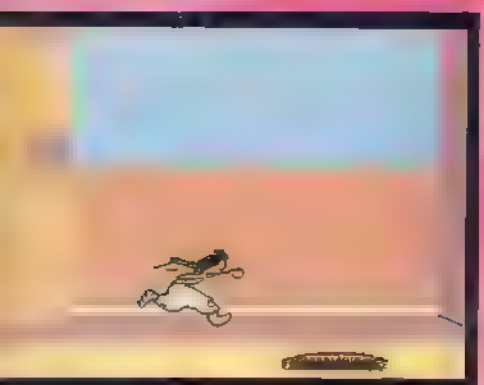
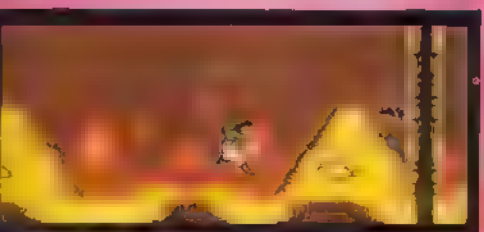
PLAYABILITY: 70

RAVES: GRAVES

Just the Cut:

Be and:

Overall: **85%**



# SUBTERRANIA

game type: ACTION  
1 PLAYER



style. The game is a 3D action game. Using the controller, you're in charge of a flying ship which collects

collecting special weapons and opening puzzle doors. You

start and end your mission and what has to be achieved. The beauty of Subterranea is that it involves quite a bit of strategy, couples with arcade action. Because the ship is limited, fuel you have to wait for to use and limited shields as you cannot run away.

Your main weapon is a laser which can be used for a short period, it then delivers more powerful shots. The backgrounds are beautifully coloured and the sound is atmospheric.

Mega Drive. It is also superbly presented and offers great challenge. **85%**



# FAST FAX

PUBLISHER: SEGA PRICE: £44.99

GRAPHICS:

SOUND:

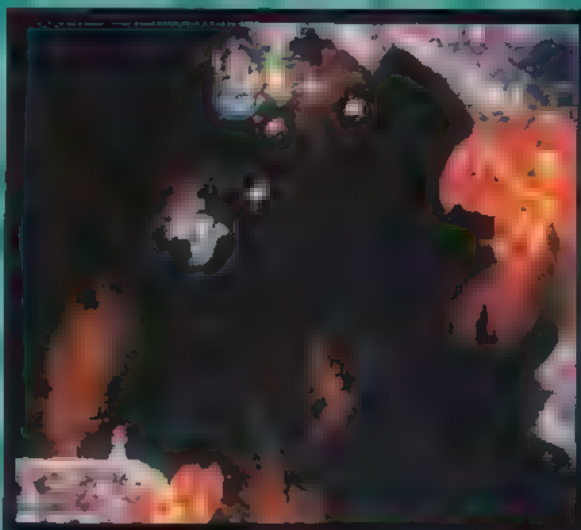
PLAYABILITY:

RAVES: GRAVES

Just the Cut:

Be and:

Overall: **85%**





# ETERNAL CHAMPIONS

武道 PART 5

2345. SIX ETERNAL CHAMPIONS SEEK HI-TECH WEAPONS TO FREE COMRADES TRAPPED IN 1994, BUT FIRST THEY MUST DEFEAT A BIO-MECHANICAL TAG TEAM IN THE CYBER-DOME.

STAY SHARP, CHAMPIONS. THESE ROOKIES AIN'T SO TOUGH. BUT THEY'RE BUILT WITH TOP FLIGHT TECHNOLOGY.

TOUGH ENOUGH TO TRASH YOU AND YOUR PALS, COSWELL.

IF YOU SHARE HIS PALTRY FIGHTING ABILITIES, YOUR DEFEAT WILL BE SWIFT & CERTAIN.

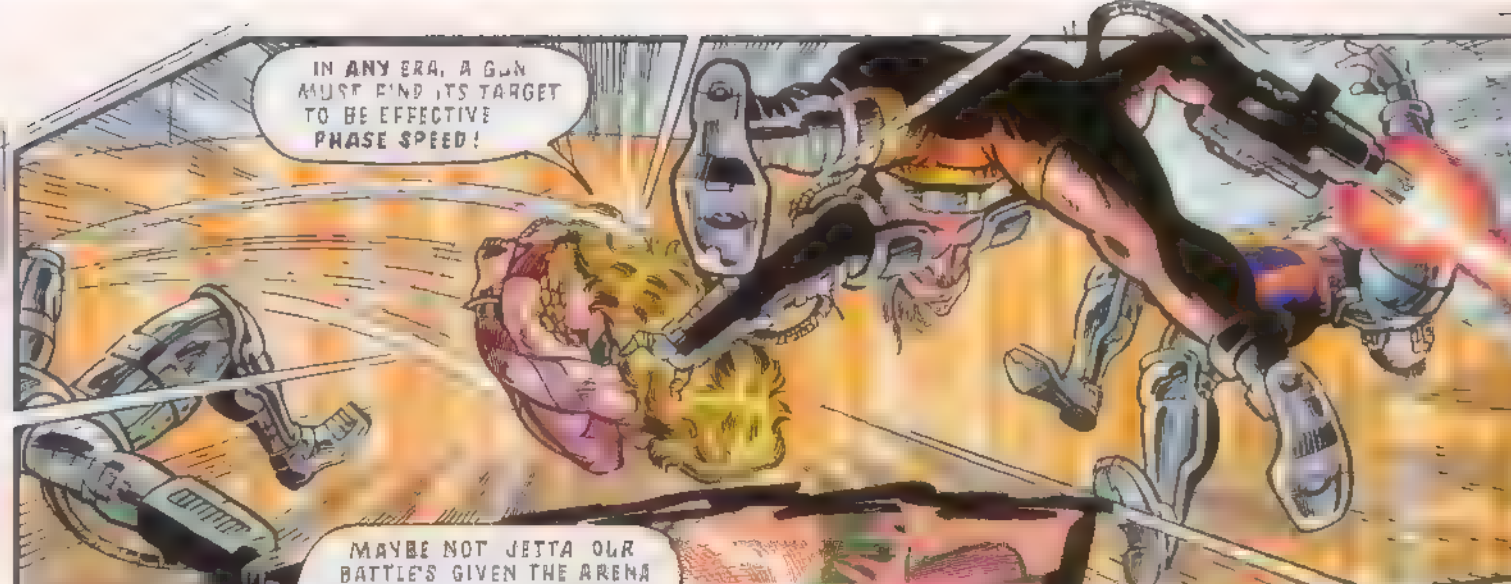
YOUR TECHNOLOGY IS BUT CRUDE MECHANICS. THIS AGE STILL HAS NO DEFENCE AGAINST THE ANCIENT ARTS OF MAGICK.

GOOD POINT, XAVIER. BUT THESE GUYS STILL PACK SOME PRETTY FANCY RAY GUNS.


FZZZKK!

KRAK!







IN ANY ERA, A GUN  
MUST FIND ITS TARGET  
TO BE EFFECTIVE  
PHASE SPEED!




MAYBE NOT JETTA OUR  
BATTLE'S GIVEN THE ARENA  
GUARDS TIME TO REGROUP  
NO WAY WE CAN REACH  
THE AMMO STORE NOW



UNLESS THESE GUNS ARE  
PRIMED AND LOADED  
THEY'RE ALL WE NEED TO FREE  
SHADOW.



A USELESS ACT. ON THE  
WEAPONS ARE BIO-WELDED  
TO THEIR BODIES. IT WOULD  
TAKE MICRO-SURGERY  
TO REMOVE THEM



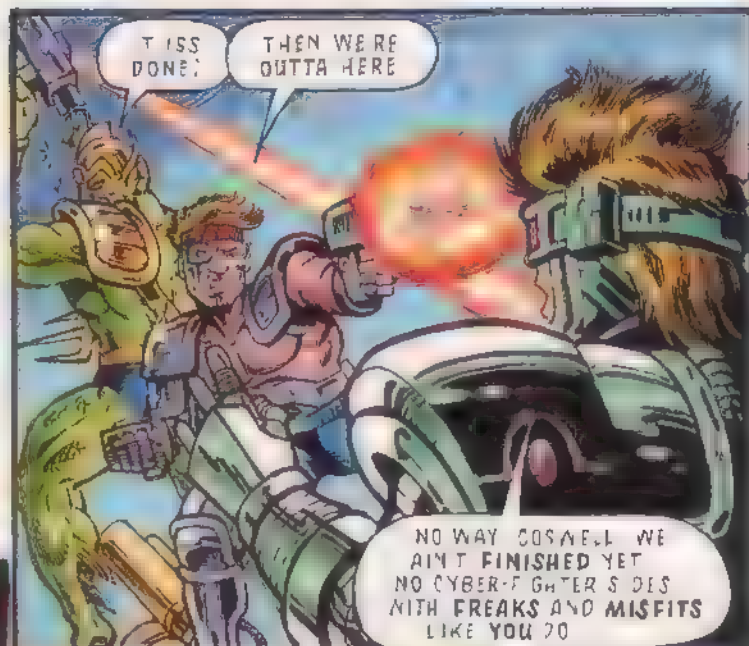
I NEED  
NOT TAKE SO  
LONG





ONE SIMPLY ISOLATES THE WEAPONS!

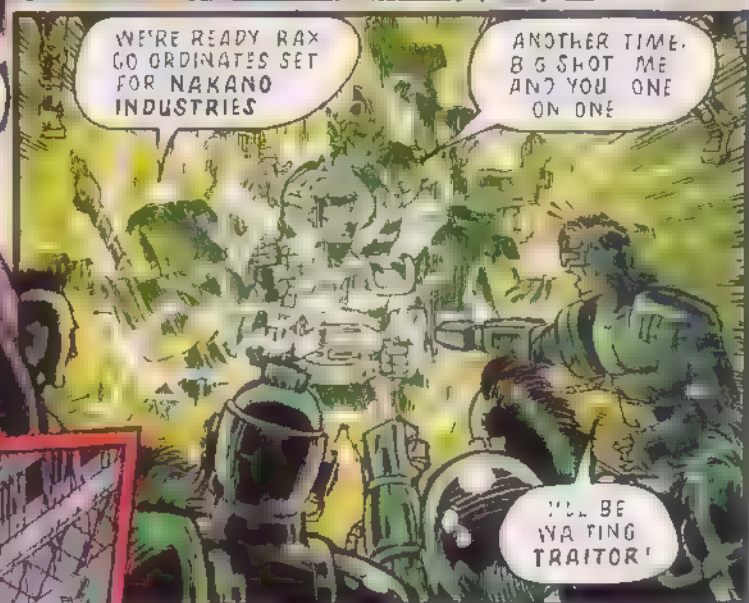
ARRGHH!



TISS DONE!

THEN WE'RE OUTTA HERE

NO WAY COSMELL WE AIN'T FINISHED YET NO CYBER-FIGHTER'S DIS WITH FREAKS AND MISFITS LIKE YOU DO



WE'RE READY RAX GO COORDINATES SET FOR NAKANO INDUSTRIES

ANOTHER TIME. B G SHOT ME AND YOU ONE ON ONE

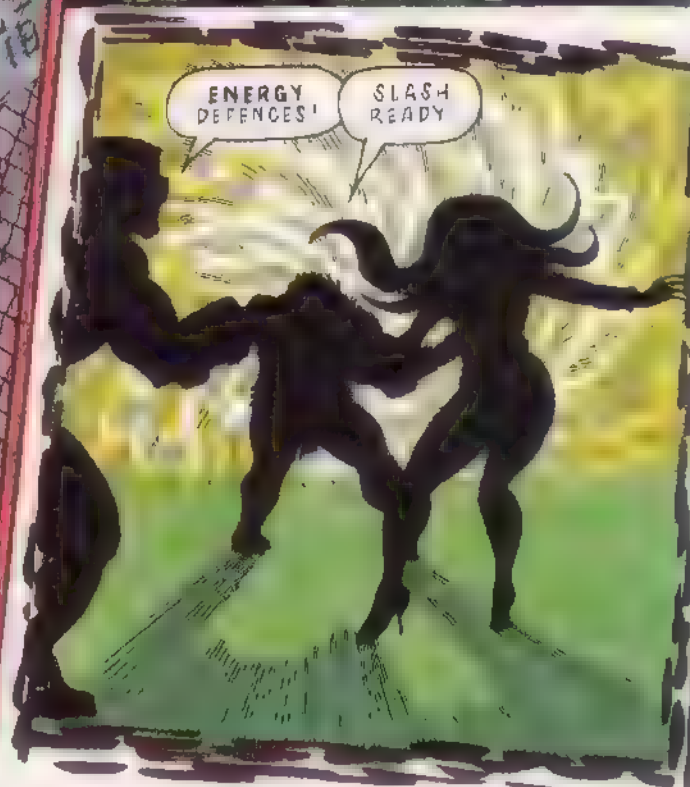
'U'LL BE WAITING TRAITOR!



1999 TOKYO

LOT SIMPLER BREAK. IS OUT THAN BREAKING IN


STAY ALERT! NAKANO WILL NOT LET US GO WITHOUT A FIGHT



ENERGY DEFENCES!


SLASH READY






COOL IT, SLASH.  
IT'S JUST THE  
SEVENTH CAVALRY  
COME TO THE  
RESCUE

SHADOW  
YOU'RE  
SAFE!




NAKANO INTERROGATED  
US ABOUT THE BIO-KEY.  
HIS WORK IS PROGRESSING  
BUT INCOMPLETE


WE WIPED AS MUCH AS WE  
COULD FROM HIS FILES, BUT  
HE MAY ALREADY BE WORKING  
ON PROTOTYPE WEAPONS




THEN WE GOTTA TRASH  
WHAT HE DOES HAVE BEFORE  
IT CAN DEVELOP INTO  
OVERLORD TECHNOLOGY




IS THIS BIO-KEY STUFF REALLY  
SO DANGEROUS THAT WE SHOULD  
GO BACK IN THERE?



IN THIS TIME YES. IT COULD  
NOT ONLY SOW THE SEED OF  
FUTURE DESTRUCTION, BUT  
CAUSE UNTOLD CARNAGE  
IN THE PRESENT



SLASH  
STILL NOT  
UNDERSTAND

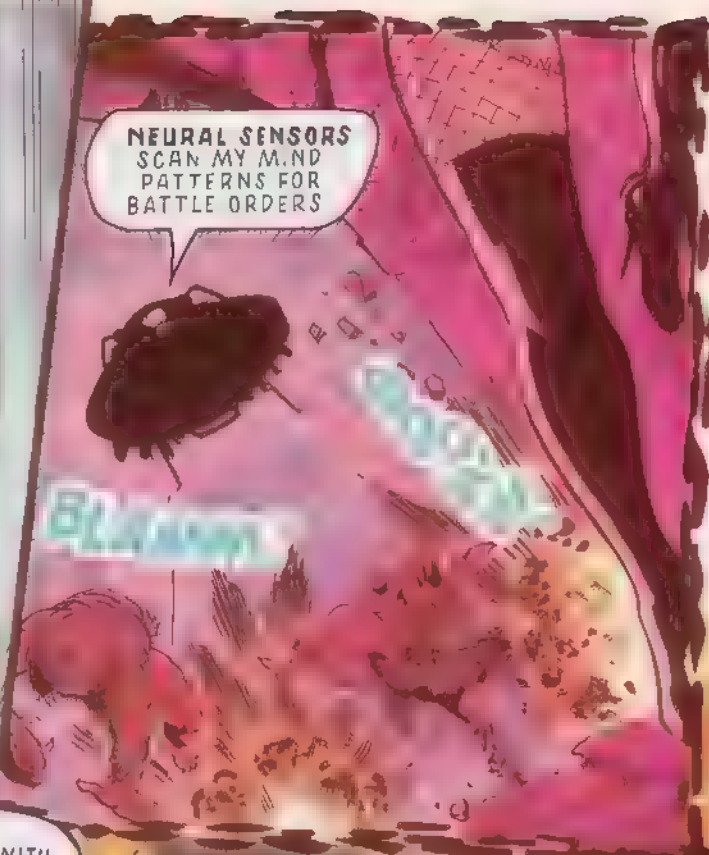


THEN LET ME  
ENLIGHTEN YOU.  
NEANDERTHAL  
IT'S REALLY  
VERY SIMPLE






BIO-KEY PLACES HARD MECHANICS UNDER DIRECT ORGANIC CONTROL.



NEURAL SENSORS SCAN MY MIND PATTERNS FOR BATTLE ORDERS



NAVIGATION CONTROLLERS MAP MY CHOSEN FLIGHT PATH DIRECT FROM THE SURFACE OF MY BRAIN.

I CAN LOCK AND LAUNCH MISSILES WITH A THOUGHT AND A GLANCE. MACHINE AND MIND WORK IN COMPLETE HARMONY.



YOU CAME TO NAKANO INDUSTRIES TO STOP THE FUTURE OF BIO-KEY WEAPONS. YOU ARE TOO LATE.

THE FUTURE IS HERE!

NEXT: BRAK-KA-BOOOUM!



# NEWS Zone

## A CART BUILT FOR FOUR

### J-CART BRINGS FRIENDS TOGETHER!

Playing Sega games on your own can be entertaining, but for a laugh and a half of full cream fun there's nothing like taking on a friend - or three. Unfortunately, there are very few multi-player Sega games around. The few that are available can only be enjoyed by more than two players if you buy a special piece of hardware (such as

Sega's Multi-Tap or Electronic Arts' 4-Way Play, at a cost of £25.00 and £20.00 respectively. So far only Tengen's Gauntlet IV works with both adaptors.

But wait! Codemasters have announced J-Cart for the Mega Drive. Every J-Cart comes with its own built-in four-way play facility, so as long as you have the friends (and Control Pads) you can enjoy the thrills and spills of multi-player action - and all for the price of the standard cartridge.

The first J-Cart release will be **Tennis All-Stars** in May. Two other J-Cart titles in production are **Micro Machines 2** and **Psycho Pinball** for release later this year.

The J-Cart adaptor can't be used with any other cartridge, but the fact that a four-player option comes free with certain Codemasters games shouldn't be sneered at.



THE J-CART ADAPTOR BRINGS FRIENDS TOGETHER!



TENNIS ALL-STARS J-CART

## BLASTING THE PAST

### CLASSIC BLASTER HEADS FOR 8-BIT CONSOLES

Codemasters have announced a new line of 8-bit Mega Drive games. The first in the line is **Dropzone**, a fast-paced action game. It's a sequel to the 16-bit game of the same name. The game is set in a futuristic world where you control a character who can jump, run, and shoot. There are power-ups and enemies to defeat. The game is designed to be played on the Mega Drive console.

**Dropzone** is a fast-paced action game. It's a sequel to the 16-bit game of the same name. The game is set in a futuristic world where you control a character who can jump, run, and shoot. There are power-ups and enemies to defeat. The game is designed to be played on the Mega Drive console.

## VIRTUA FIGHTER STORMS THE ARCADES

### THE FUTURE OF SIMULATED COMBAT?

Have you seen Sega's **Virtua Fighter** in the arcades yet? Woosh! It's some mean machine, perhaps the best one-on-one combat simulator yet. What makes **Virtua Fighter** stand out from the **Street Fighter II** crowd is its television-like presentation. The eight characters are built from polygons, which makes them look as though they are carved from wood, but their movements are amazing! It's a new level of realism. A 'camera' follows the action and somehow it manages to zoom in and out and pan around to present a film-like view without ever getting in the way.

The fighters are as follows... Akira is best described as a Ryu-like character, Kage is a ninja, Pai's a sort of Chun Li-ish type, Jacky's a blond spiky-haired chap, Jeffry is bearded with dreadlocks, Sarah's a lean, mean lady, Law's a despicable-looking dude with a moustache and a pony-tail, and Wolf has pointy teeth.

Control buttons have been kept to a minimum - one for punches, one for kicks and one for defence - but many different combinations are possible. The characters all have their own variations of half-a-dozen or so special moves (such as a throw and the ability to jump on a fallen opponent - a sight to behold!) plus their unique 'powers'.

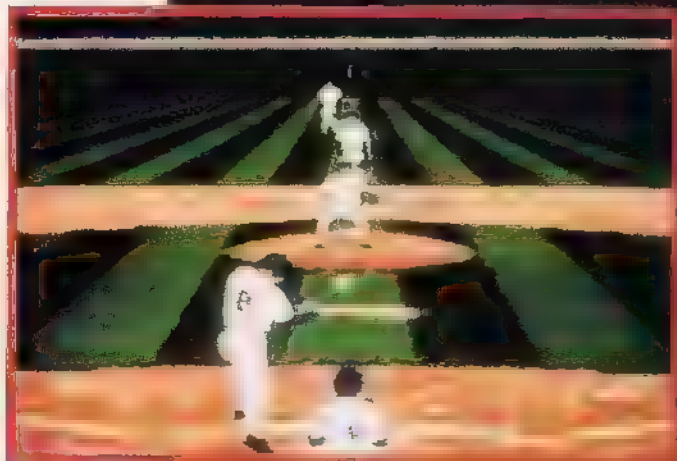
A conversion of **Virtua Fighter** for Sega's new super-duper Saturn machine is happening right now, and it's said to be almost as good as the arcade machine! A Mega Drive version will only be considered if **Virtua Racing** is successful when it's released this month (some technical experts predict that it would have to be priced at almost

£100 to cover the cost of the Sega Virtual Processor inside the cartridge, which helps the Mega Drive run their 3D shape stuff at a playable speed).

In the meantime, look out for the **Virtua Fighter** arcade machine! It's as impressive to watch as it is to play, and it could redefine the way some people think about arcade action.









# WINNERS' TAKE ALL!

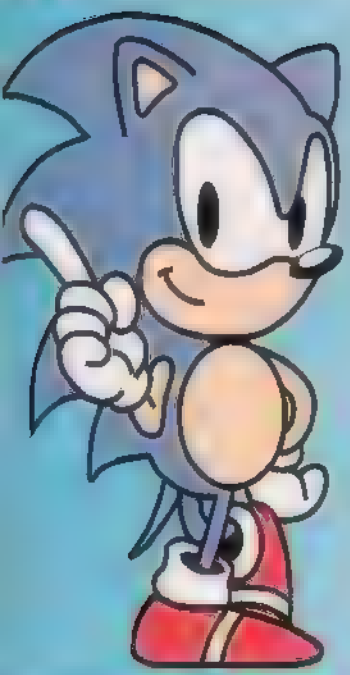
**40**  
Runners-Up

will each  
receive:

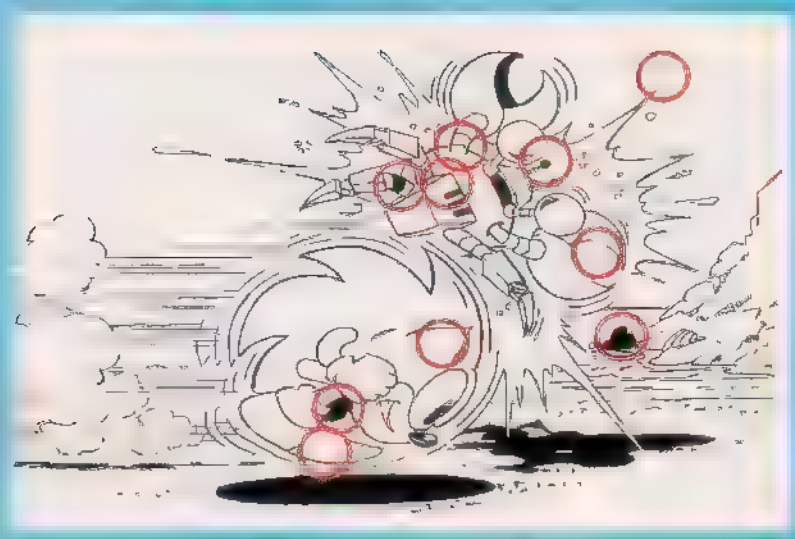
**30**  
2nd Prize  
Winners  
will each  
receive:

**15**  
Top Prize  
Winners

will each  
receive a  
Bumper Prize  
Bundle of:



The circles indicate where  
the 10 differences occurred,  
as spotted by the eagle-  
eyed winners.





# Shinobi

## ART OF WAR

JOE MUSASHI DISGUISED AS A WARRIOR OF THE EVIL NEO ZEED IS TRAPPED IN A SEALED SECTION OF CORRIDOR IN THE NEO ZEED HQ

YOU ARE A FOOL, MUSASHI...

YOU FORGOT THE SAGE SUN-TZU'S FUNDAMENTAL RULE...

DON'T WASTE YOUR STRENGTH THERE'S NO ESCAPE

IF YOU WISH TO BATTLE THE NEO ZEED FIRST YOU MUST PROVE YOURSELF WORTHY

RIPP!

NEVER BATTLE AN ENEMY ON HIS HOME GROUND!!

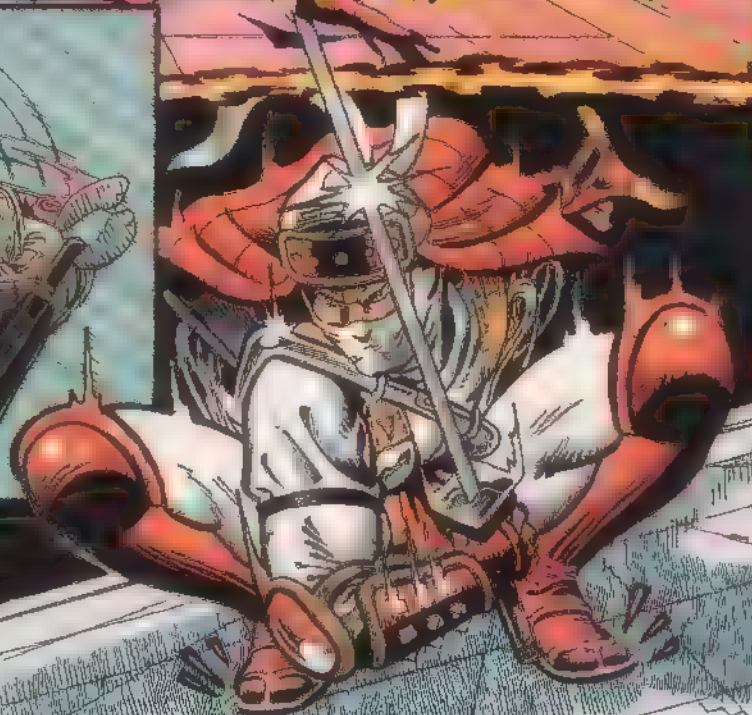
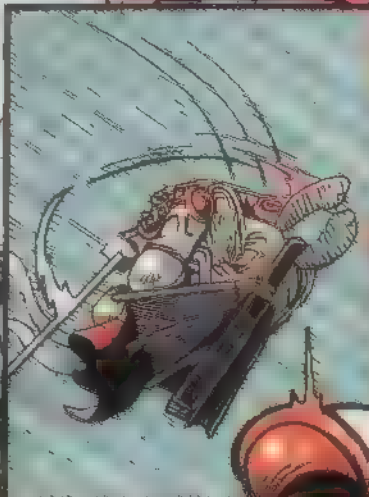
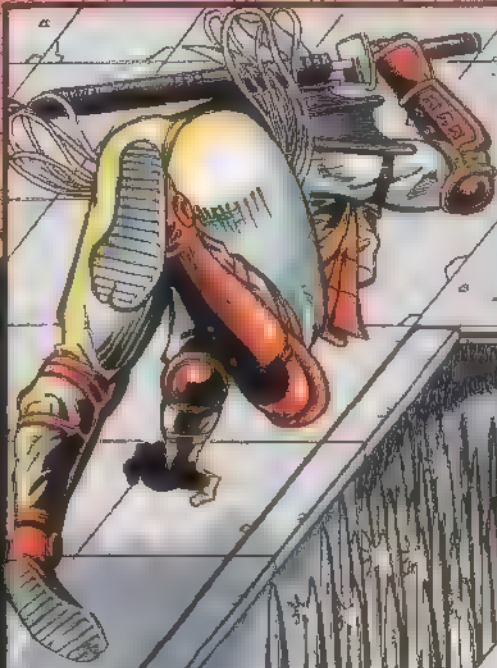


BEFORE YOU A SIMPLE  
BATTLE SIMULATION ALL  
OUR SEN OR OFF CERS  
MUST SUCCESSFULLY PASS  
THROUGH BEFORE THEY  
PASS UP THE LADDER  
OF PROMOTION

AND IN  
CASE YOU'RE  
NOT FEELING  
PROPERLY  
MOTIVATED.

HERE'S A LITTLE  
INCENTIVE!

**FWNORRR!**





MOUNT HOTAKU,  
HONSHU. FIVE  
YEARS EARLIER

ATTACK  
ME

KEEP IT!

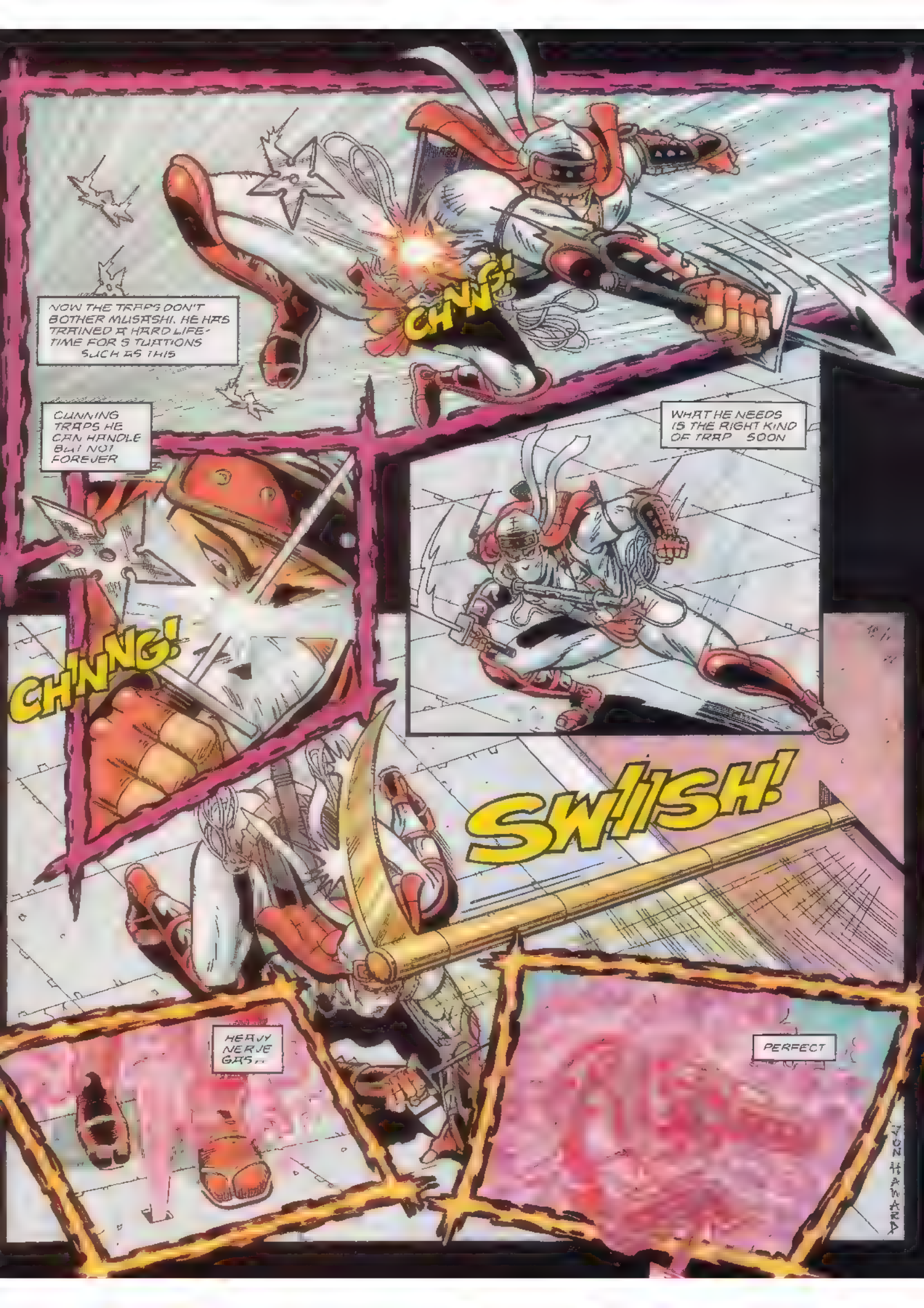
SENSEI!  
ARE YOU  
HURT?

NO,  
BUT YOU'RE  
DEAD.

IT MATTERS  
NOT WHAT AN ENEMY  
THINKS OF YOU. USE  
ANY TRICKERY TO  
WIN

ONLY THEN  
WILL YOU LIVE AS  
LONG AS ME.





NOW THE TRAPS DON'T  
BOTHER MUSASHI. HE HAS  
TRAINED A HARD LIFE-  
TIME FOR SITUATIONS  
SUCH AS THIS

CHING!

CUNNING  
TRAPS HE  
CAN HANDLE  
BUT NOT  
FOREVER

WHAT HE NEEDS  
IS THE RIGHT KIND  
OF TRAP SOON

CHING!

SWISH!

HEAVY  
NERVE  
GAS

PERFECT





TAKE THIS  
USELESS FOOL'S  
CARCASS OUT  
OF HERE

NEXT ISSUE NEO ZEED NIGHTMARE



# Q Zone

Q Zone presents a new service for the masses of Boomers who deluge STC requesting help with all the various Sonic The Hedgehog games. Q Zone will be taking individual Sonic games and putting them under the microscope with detailed instructions on how to get through the various zones, special stages, bosses, etc. Stand by to have your Sonic problems solved.

## SONIC Solved

### Sonic Chaos



#### Part 1 - THE ZONES

##### TURQUOISE HILL ZONE

###### ACT 1

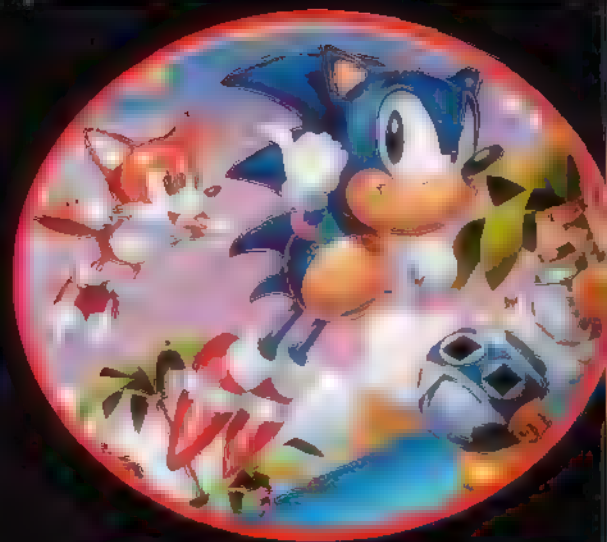
An easy course to start you off

Things to look out for -

- Two pairs of Sonic's new Rocket Shoes
- Hidden TVs with Invincibility and an Extra Life.
- A Mobile Strip
- A high ledge that leads to a secret hoard of four TVs containing rings.

Things to watch out for -

- Spring Snails which bounce you upwards and usually into a sneaky Buzz
- A hidden passage that drops off onto spikes
- Springs hidden in the ground that suddenly push you up when you walk over them
- Spiteful spikes that pop out of the ground
- Stingers that idler in mid-air just waiting to let you have it!



#### GIGALOPOLIS ZONE

##### ACT 1

This stage is ENORMOUS!

You start to get a feel for the sheer size and challenge awaiting you in Sonic Shoes.

Gigalopolis has a starry feel to it and the goodies are just packed in for you to discover.

Things to look out for -

- TVs ahead. Look carefully for it.



ket Shoes, and

offer and you should  
platforms.

ny rings you can

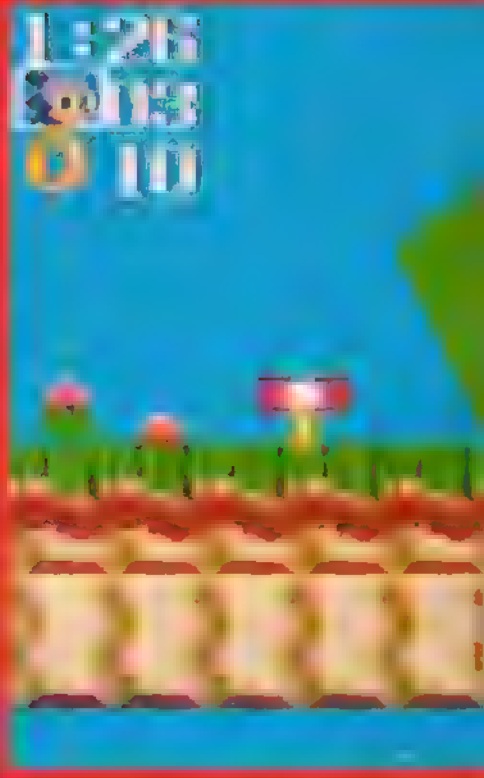
us strips, Spikes.

into a chamber and

. For those of you

and there is a TV with

ess, wait for Part 4 of

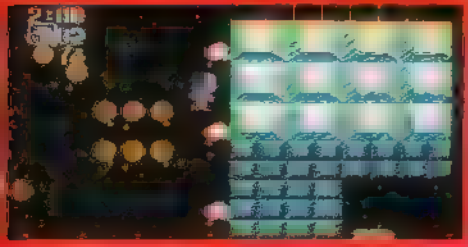
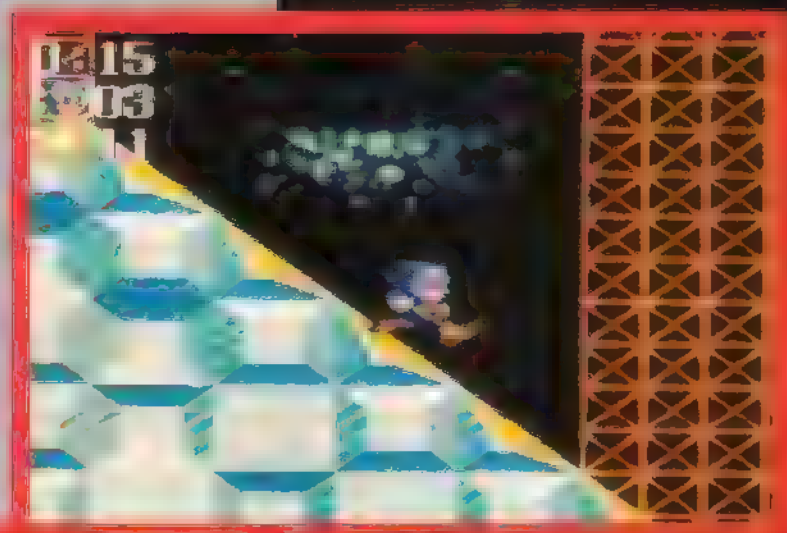




containing rings, an extra life, Invincibility and Rocket Shoes.

Things to watch out for -  
 Hidden floor springs  
 Extended loops  
 Soles.  
 Plus a new nasty to take out or avoid

If you want to get the best out of Sonic Chaos remember that you can easily go through a



Pogo in around three ways - top, middle and bottom. You are sure to find goodies hidden away above or below you as you go further into the game.

## ACT 2

Plenty of rings to collect, many of them in the top third of the stage.  
 TVs with - one Sonic life, three pairs of Rocket Shoes, one Invincibility and eight with rings.  
 Hidden chambers packed with rings and springs.

as well as loops, tunnels, slip sliding walkways, spikes, and a fast chamber with springs on the ceiling and floor (my favourite stretch is the top of a tunnel with 64 grey 501 rings scattered along its length).

## ACT 3

Time to take on Doctor Robotnik's henchmen. Getting to him is easy - you just follow your (or, rather, Sonic's) nose.  
 You will see a moving platform just before you go into one of three tunnels. Jump on it and leap off onto the top of the loop to your left. You will not be able to see yourself but you will hear that you hit something in the centre of the loop. Jump straight up and grab it to get the Rocket Shoes. Then run hard right to the boss.

# SLEEPING EGG ZONE

## ACT 1

This is a pretty weird looking zone.  
 Make your way across by breaking through blocks, as well as taking out those ever present nasties.

Things to look out for:-

- There are TVs galore but you find they are getting harder to reach
- Look for two TVs containing Rocket Shoes - one with an invincibility and five with rings
- Sonic's new Pogo stick. This allows him to bounce high and then pop off at the top of the bounce to even higher edges

Things to watch out for:-  
 Evil new nasties!

## ACT 2

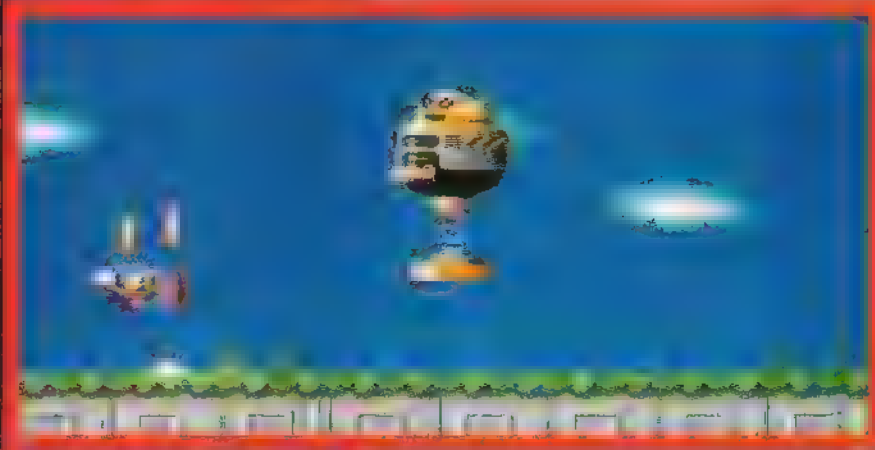
Most goodies in this zone are in the top third of the stage. Watch your step as there are more than enough nasties ready to bump you off! The route through is tricky. Learn to use the Pogo in tight spots.

Things to look out for

- TVs: Invincibility, two rings, one Rocket Shoes, one and an extra life, one.

Things to watch out for

- Bricks
- Floor springs.
- Bounding Badniks
- Letra floor traps gaps



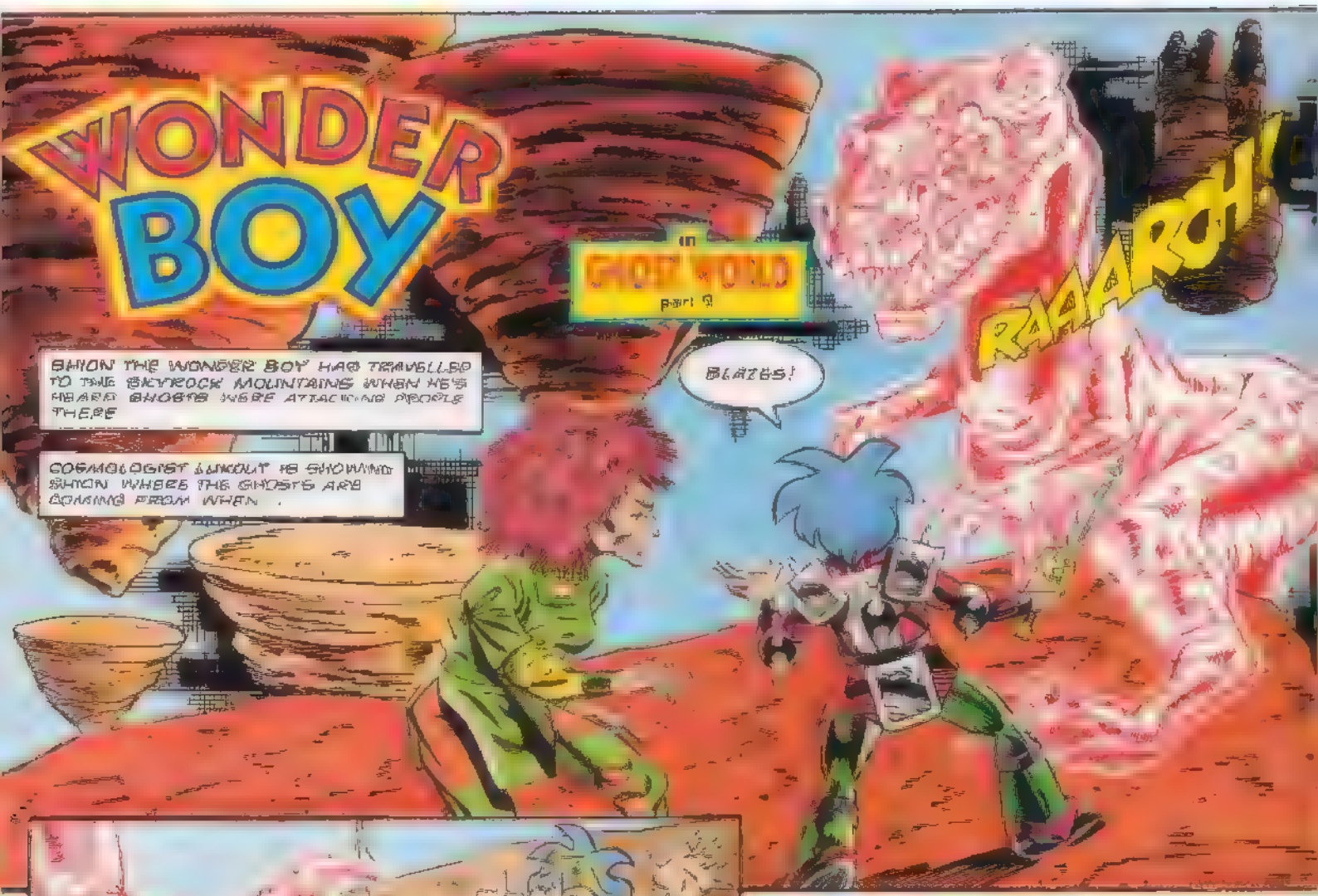
## ACT 3

- Things to look out for -
- TV with an Extra life
  - A bouncer bumper to zoom off
  - Four TVs with rings.

At the end of the stage lies your first real battle with Dr Robotnik and, boy, is he going to be one tough cookie to crack!

NEXT ISSUE:  
 SONIC CHAOS PART 2





# WONDER BOY

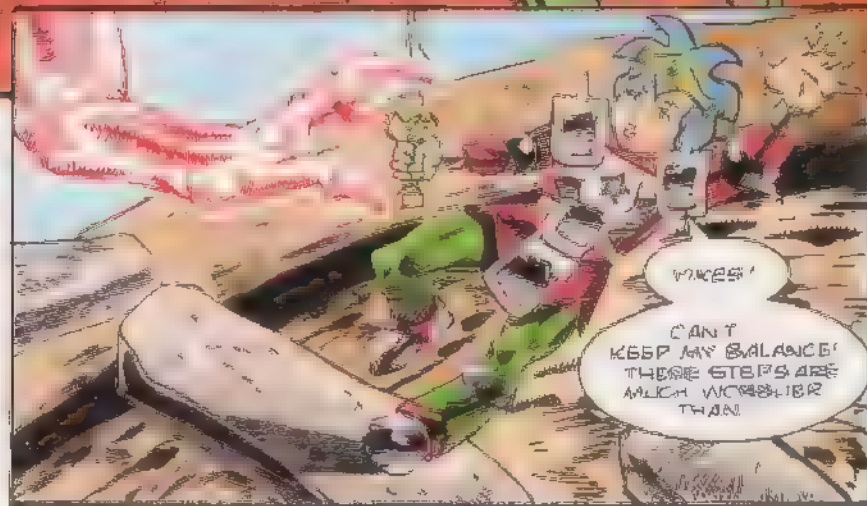
IN  
GHOST WORLD  
PART 2

BEHOLD THE WONDER BOY HAS TRAVELLED TO THE SKYROCK MOUNTAINS WHEN HE'S HEARD GHOSTS WERE ATTACKING PEOPLE THERE

COSMOLOGIST LUNKOUT IS SHOWING HIM WHERE THE GHOSTS ARE COMING FROM WHEN

BLAZES!

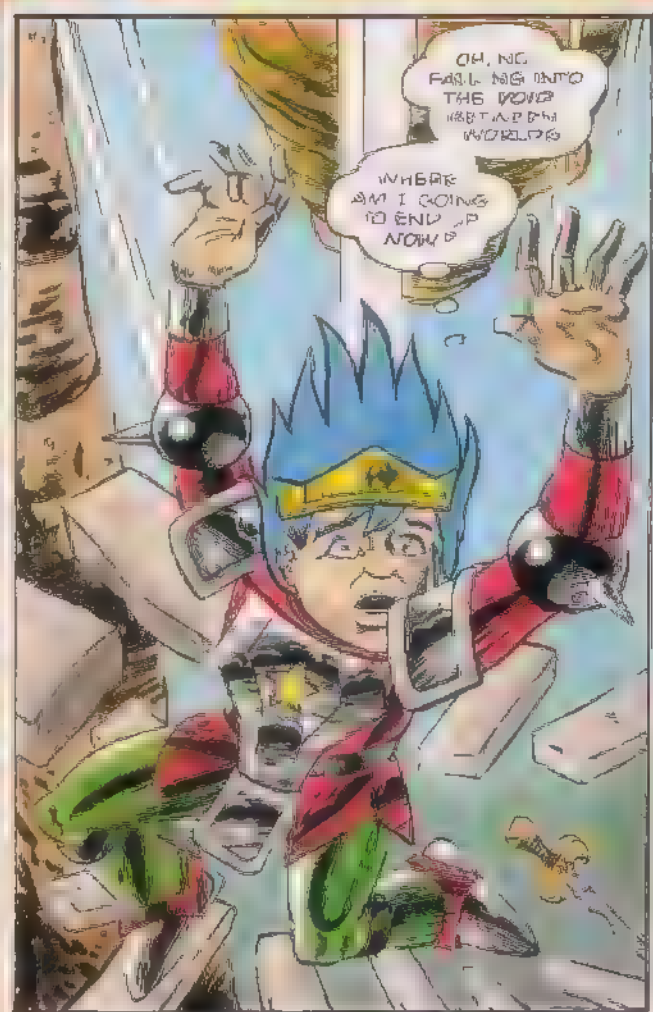
RAAARH!



WHEE!  
CAN'T KEEP MY BALANCE!  
THESE STEPS ARE  
MUCH WICKEDER  
THAN



THE PLOD NG  
STONES IN  
DEMON  
WORLD!



OH, NO  
FALLING INTO  
THE VOID  
BETWEEN  
WORLDS

WHERE  
AM I GOING  
TO END UP  
NOW?

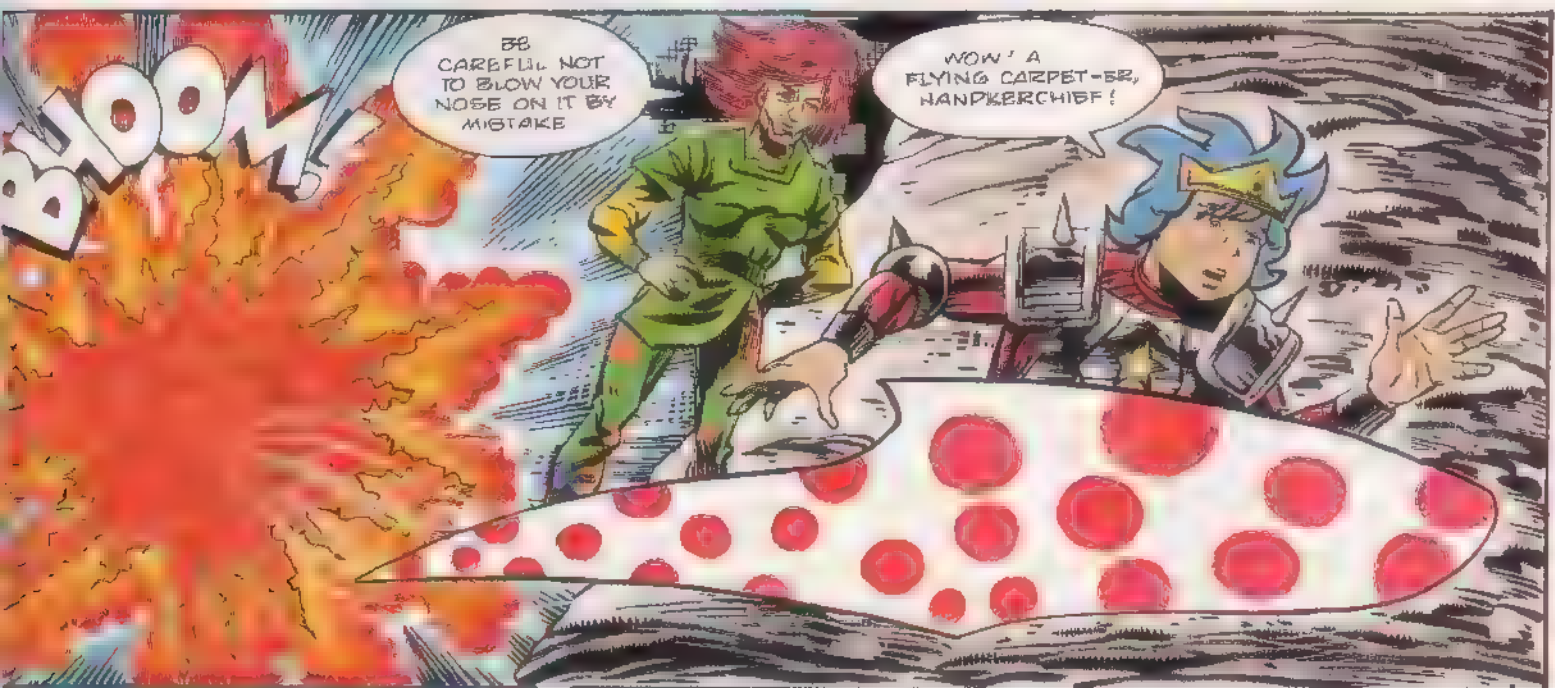
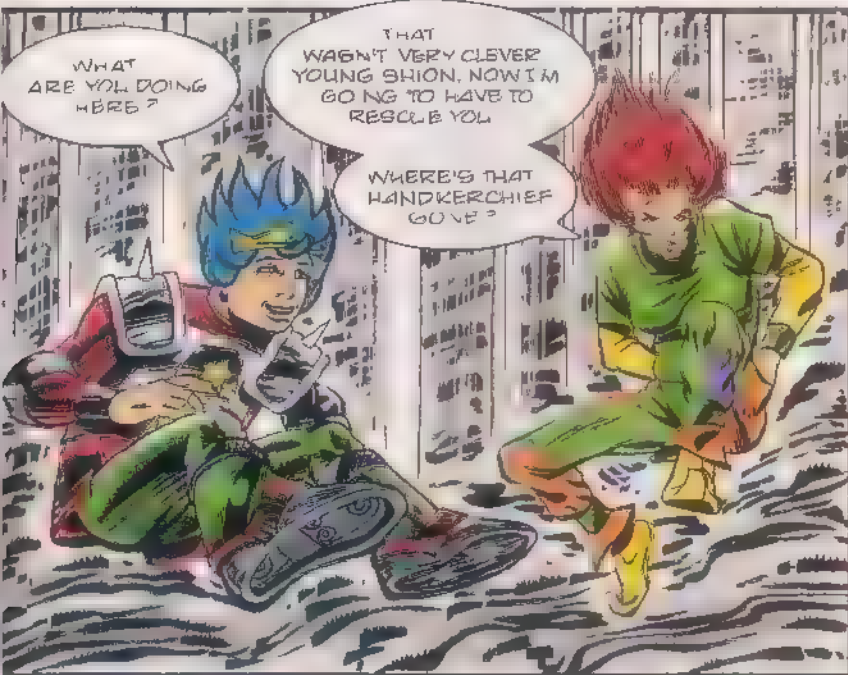
\*SEE STC ISSUES 2-4  
-MEGADROID

Script: MURPHY, ART: BOYR, JUAN, LESTER, F. 100

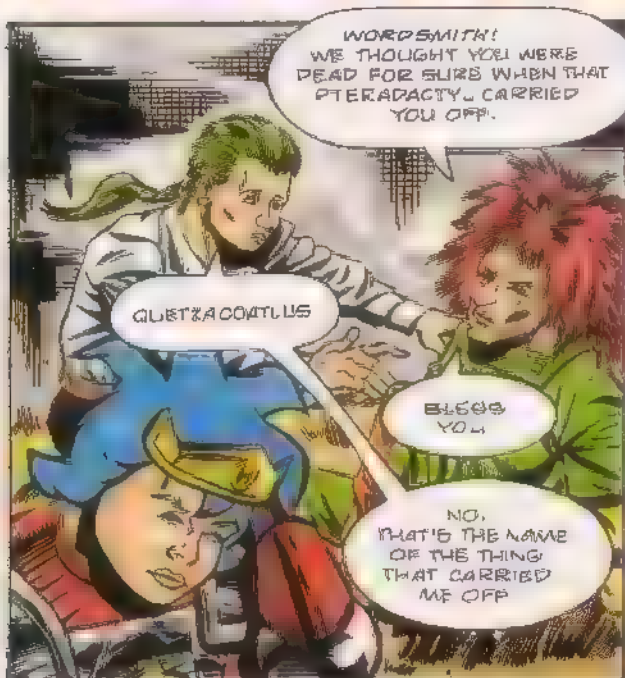
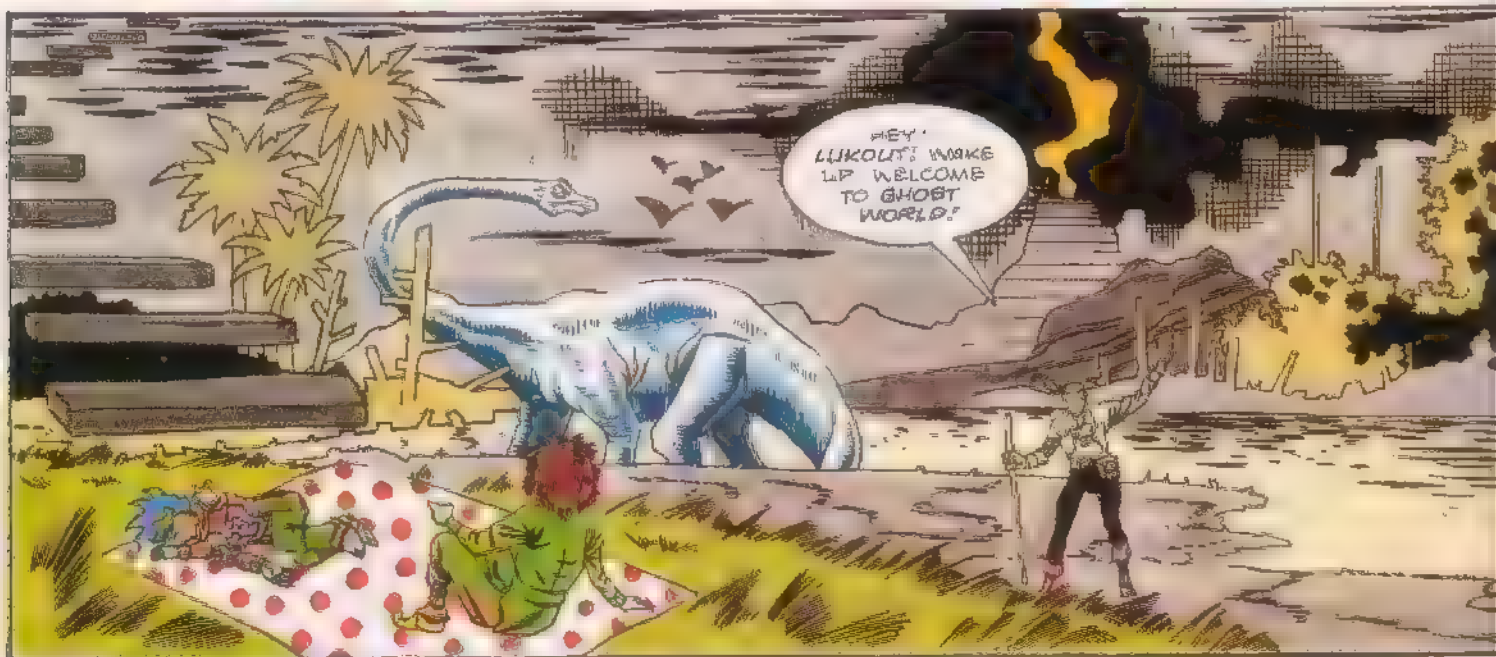
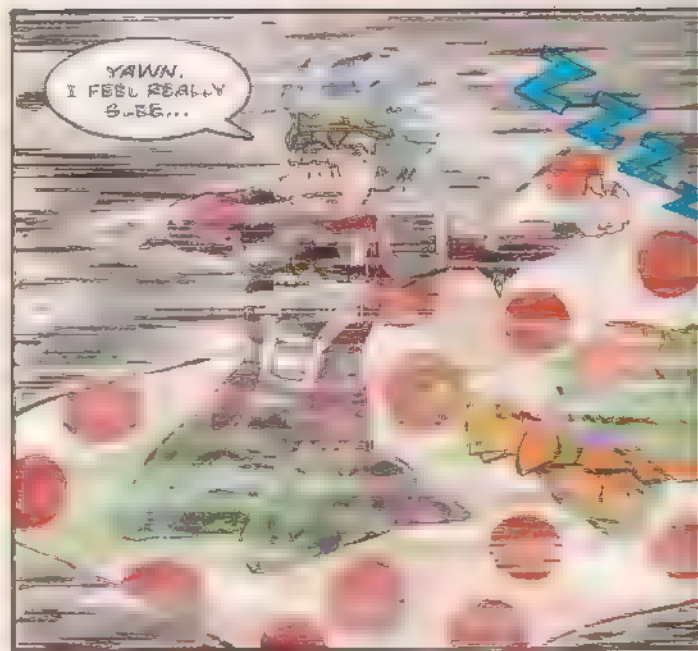




LOOKOUT BELOW!









"I WAS ABLE TO CREEP OUT OF IT BEFORE I WAS PUT ON THE MENU."

"I WAS LUCKY THE CLOUDS COVERING GHOST WORLD DIDN'T PUT ME TO SLEEP FOR LONGER."

"I WAS ONLY JUST ABLE TO ESCAPE WITH MY LIFE."

I MADE MY WAY HERE BUT I COULDN'T CLIMB THE STEPS BECAUSE OF THE SLEEP CLOUDS.

HOWEVER, I WAS ABLE TO COMPOSE SOME POETRY...

POETRY?

HE'S ONE OF THE SKYROCK POETS. BLOCK YOUR EARS.

I SAW A PINOSAUR FLY BY. IT HAD A MEAN LOOK IN ITS EYE. I STARTED TO SHAKE AND GLIVER. THAT DINOSAUR MADE ME SHIVER (THOUGH NOT WITH COLD.)

GROWRR. KILL KILL...

I THINK HE MUST'VE HEARD WORDSMITH'S POEM.

NEXT ISSUE: DINOTOWN.



# SPEEDLINES



Dash off a letter, draw a quick sketch. In short, sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9BU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.



## One For The Ode

I love Sonic the comic  
And those who don't are moronic!  
Sonic never fails in his quest,  
That blue hedgehog is by far the best,  
But the way he treats Tails is quite chronic!  
**Carla Padmore, Anstey, Leics. MD owner.**  
Sonic Water Fun Game Winner.



Thanks Carla for your ditty  
Even though it was quite blitty  
Until the next time that you write  
I'll keep your memory burning bright!

## How Much Is That Dino In The...?

Dear STC,

I have a query about the price of the Jurassic Park MD game that was reviewed way back in issue eight of STC. In the review the price was quoted as £29.99, but I have seen it in the shops for £49.99. I am sure it is the same game so which price is right?

**Sally Antell, Castle Cary, Somerset.**

Sonic Water Fun Game Winner.

£49.99 is the right price. Those humes-who-think-they're-in-charge claim that like prices alter occasionally. Typical hume excuse, if you ask me Sally.



Recognise this robot with two tails?  
**Obert Huchie, Bournemouth, Folkestone.**  
Sonic Water Fun Game Winner.

## Calm Palmer

Dear STC,

I thought that the Tails strip: The Land Beyond was cool, but was disappointed when it finished in issue 21. Also, I thought you might be interested to know that whenever I get angry I read your comic and it calms me down.

**Nicholas Palmer, Compton, Surrey.**

Sonic Water Fun Game Winner.

P.S. I've enclosed 10p for Megadroid.



As much as it pains me, please refrain from sending money, as it only gets pilfered by the editor who's saving up for a holiday to Bridlington.

(Incidentally, he assures me that Tails will return.)

## Doubting Alan

Dear STC,

I have been an avid reader of yours since issue three and have found STC to be the best magazine I've seen. The only problem, however, is your letters page. You have pointed out that there isn't enough room to print every letter and yet sometimes you make up your own letters, claiming they're from Dougie Robotnik.

**Alan Brooks, Bletchley, Milton Keynes.**  
MD owner.

Sonic Water Fun Game Winner.

These are pseudonyms, Alan, sent in by numerous humes.



Knows what? ... Boomtown Rats, name's Sonic the Pys.  
**Lee Hutchins, Tile Cross, Birmingham.**  
Sonic Water Fun Game Winner.

## Get in Print + Win a Prize!

It's true! Every letter and drawing posted on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of magnificent Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0705 872207.





**NEXT ISSUE...**

**SONIC**  
SETS SAIL ON THE SLAVE SHIP  
**ETERNAL**  
**CHAMPIONS**  
**AND**  
**SHINOBI**  
REACH THEIR THRILLING CLIMAX  
**Wonder Boy**  
GHOST-BUSTING THE DINOS

**PLUS**

MORE REVIEWS, NEWS,  
Q ZONE - PART 2 OF THE  
SONIC CHAOS SOLUTION

**SONIC**  
**THE COMIC 24**  
ON SALE SATURDAY, 16th APRIL.  
£1.10

**DATA STRIP**

Fill in & send to:  
**Sonic The Comic,**  
25/31 Tavistock Place,  
London WC1H 9SU

**WHO ARE YOU?**

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

..... AGE.....

**HOT-SHOTS ONLY!**

Enter your high score or  
achievement here!

GAME.....

SCORE/ACHIEVEMENT.....

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

**GAME INTO STRIP**

What SEGA game would you like to see  
as a STC strip in the future?

I THINK.....

.....

would make a great comic  
strip in STC

**MEGA HITS THIS ISSUE!**

List your three favourite stories  
in this issue in order of  
preference

1.....

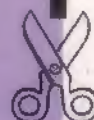
2.....

3.....

HOW DO YOU RATE ISSUE 23

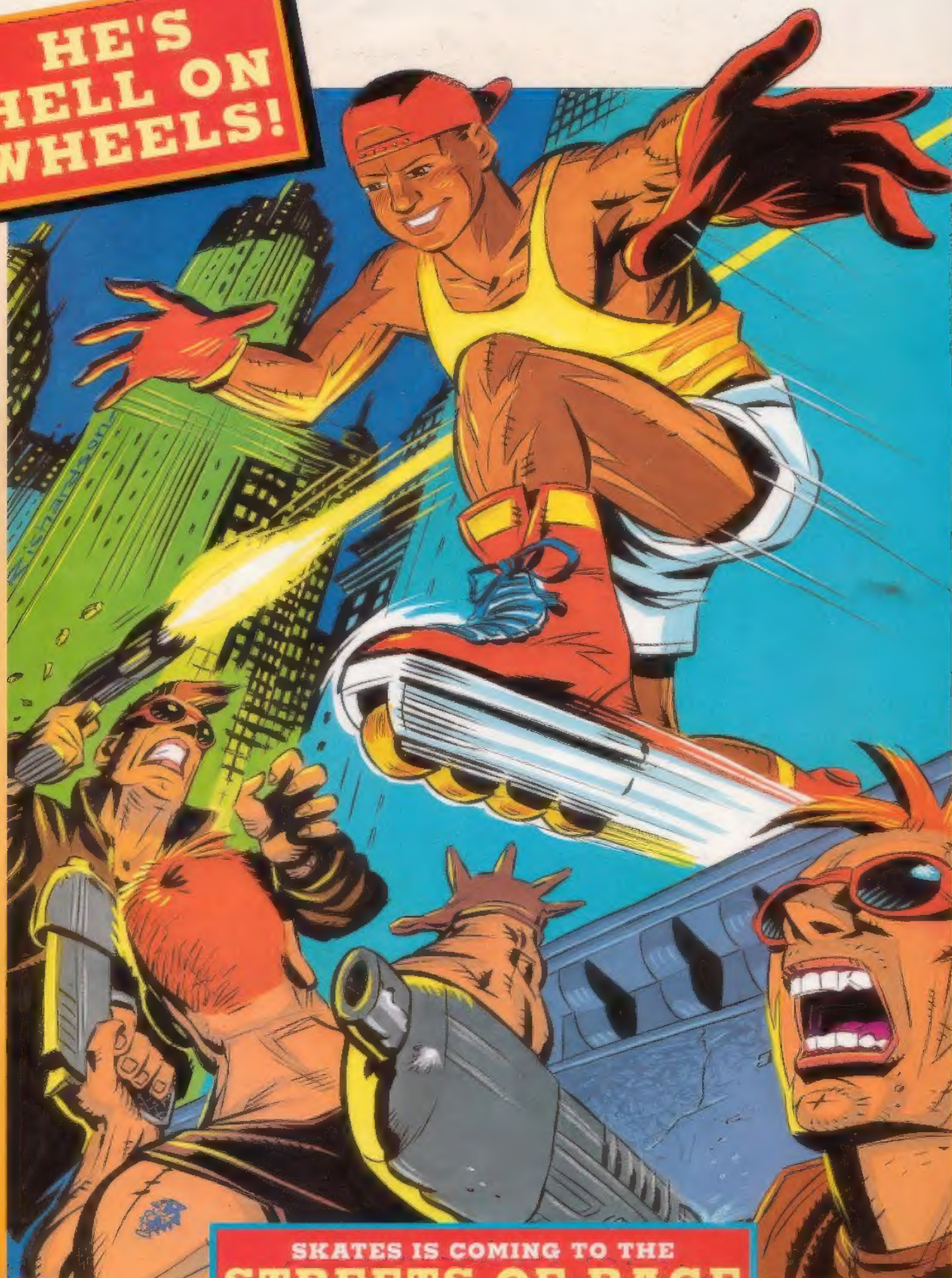
OF **STC?**

%





**HE'S  
HELL ON  
WHEELS!**



**SKATES IS COMING TO THE  
STREETS OF RAGE**

**MISS STC 25 • IF YOU DARE!**